

Compiled Code

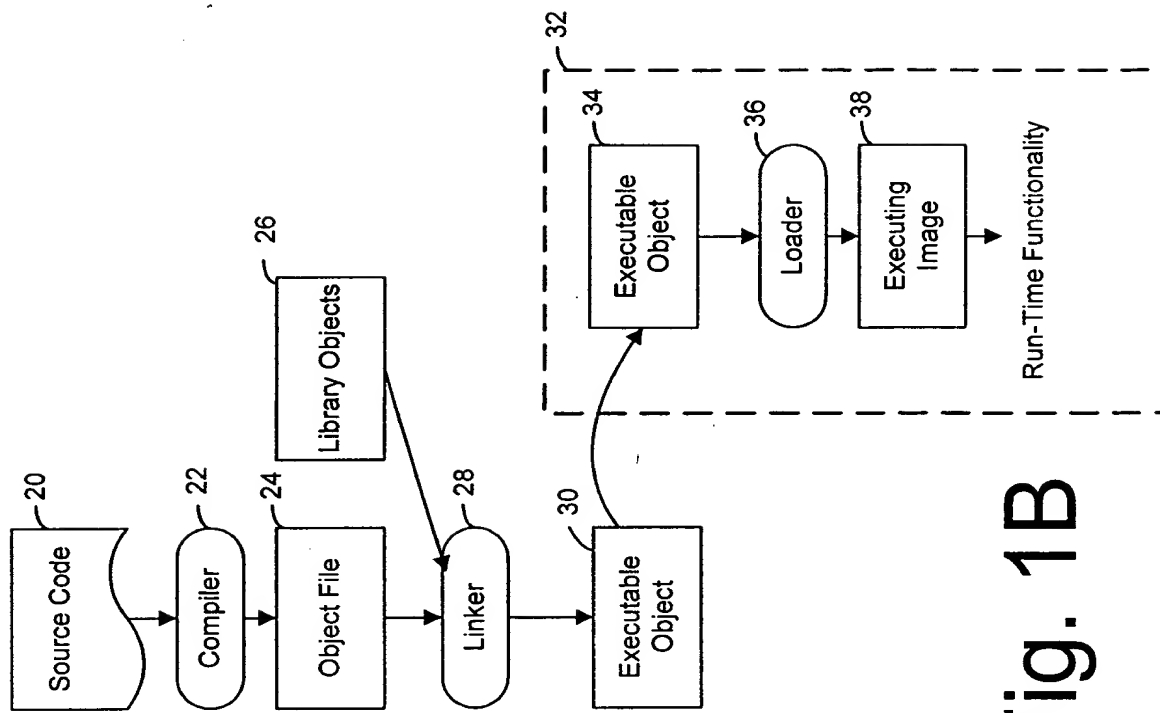


Fig. 1B

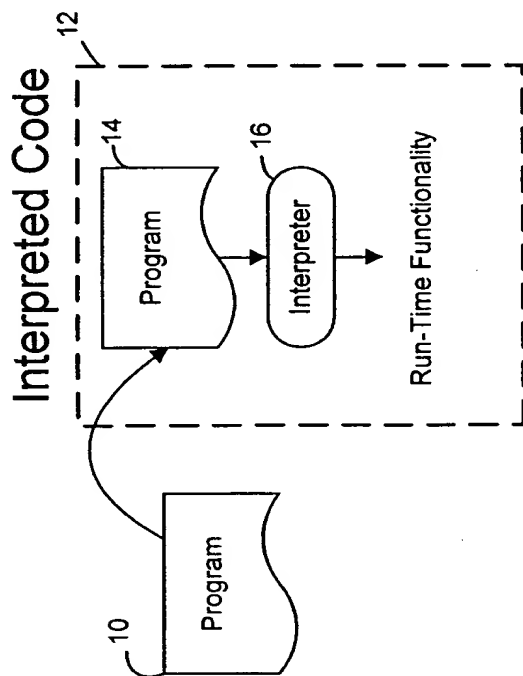


Fig. 1A

```

for (i=1; i<10; i++)
  document.write(i+" ");
document.write("<br>");

```

Fig. 1C

```

8AC0 0001
FFC0 000A
000A 0001
0A03 FFFA
000A 00B0

```

← 50

Fig. 1D

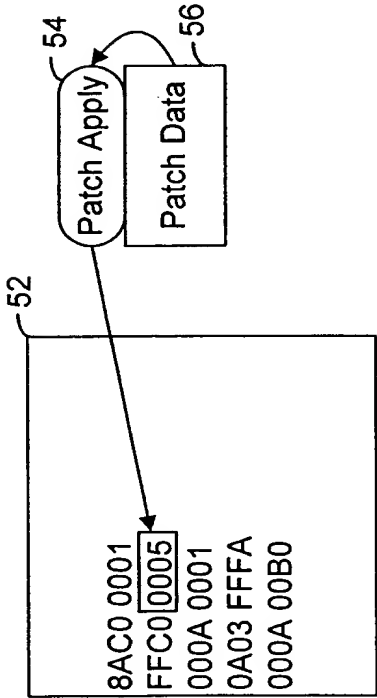


Fig. 1E

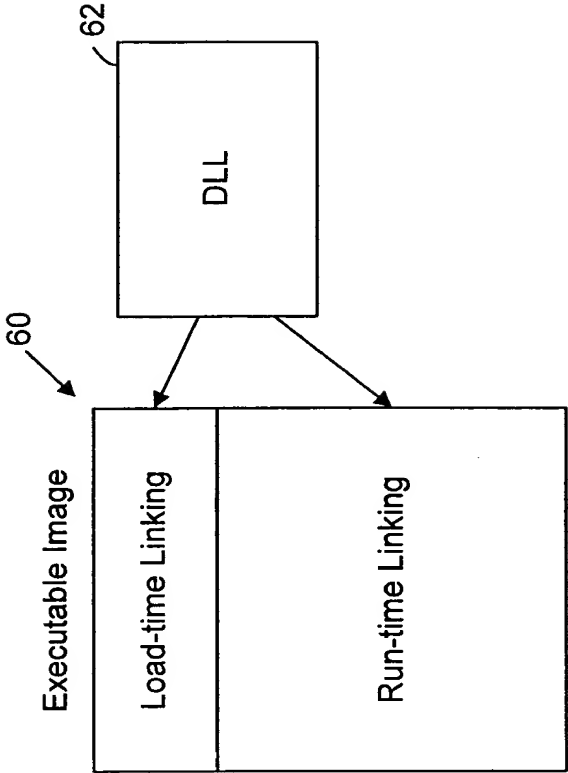


Fig. 1F

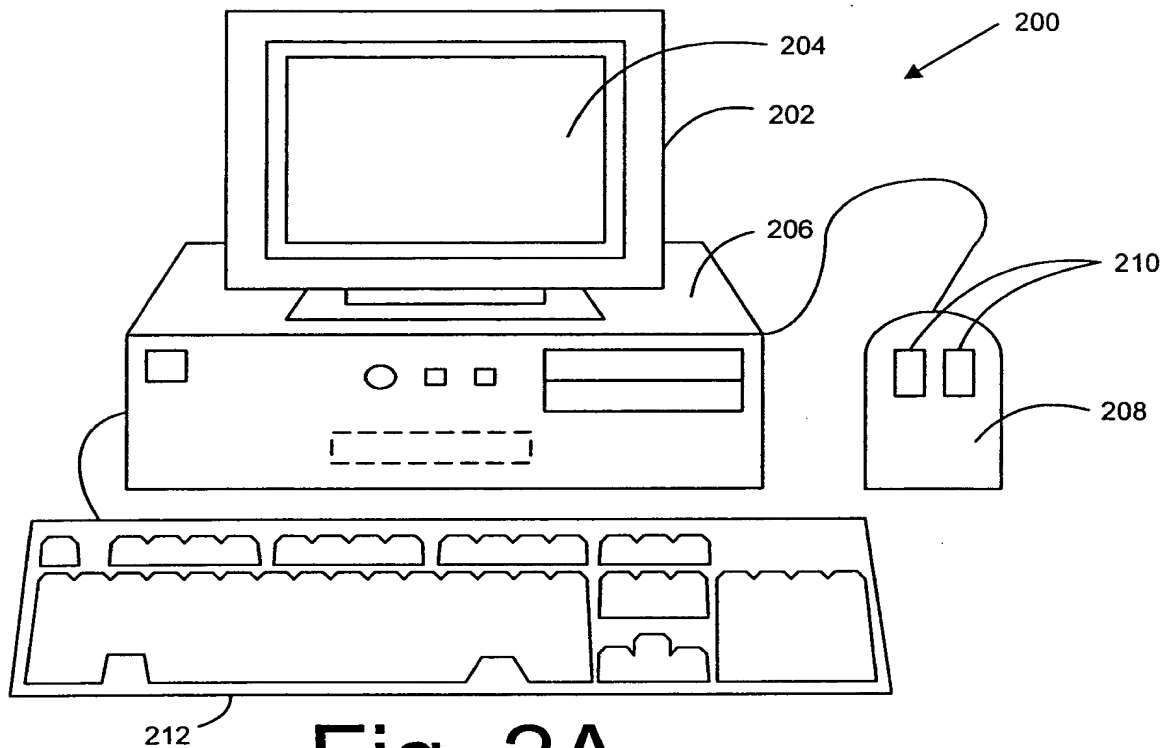


Fig. 2A

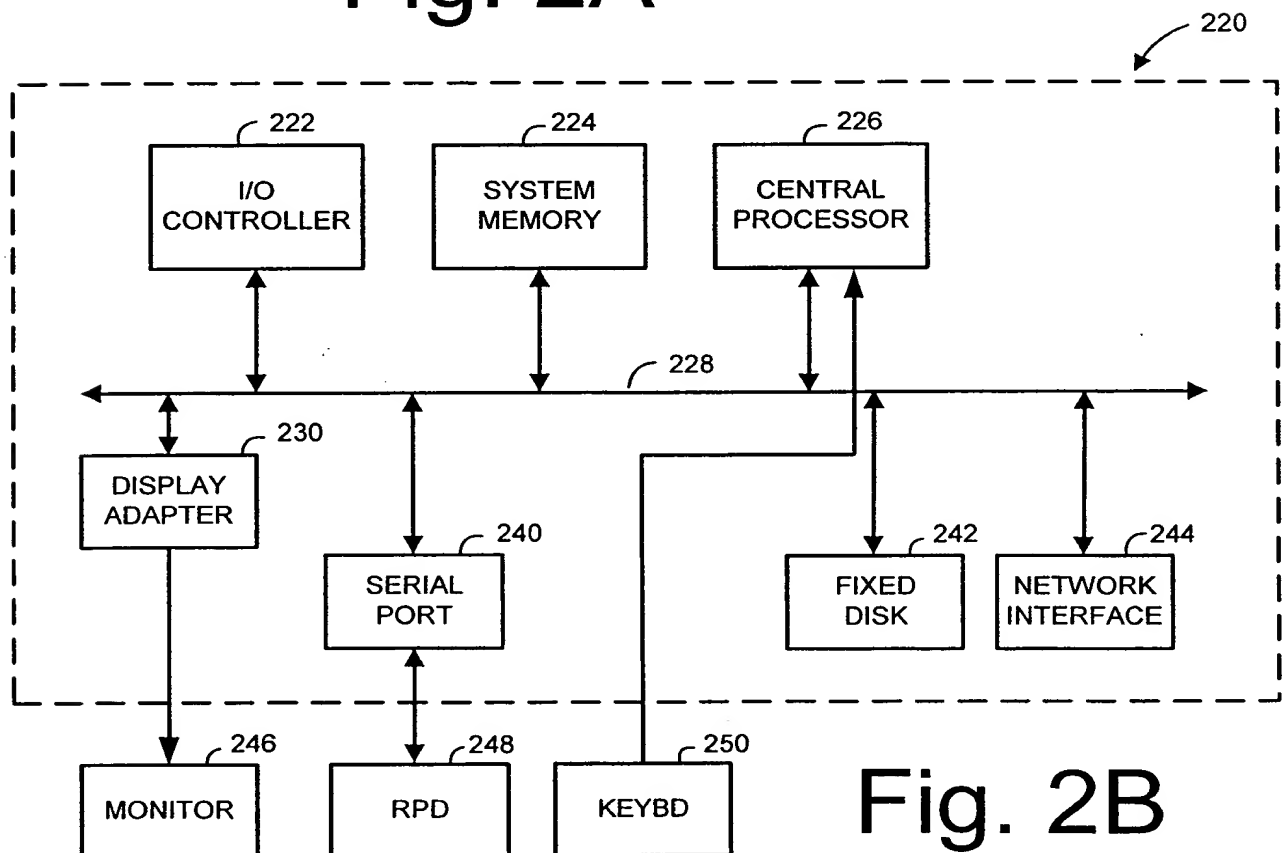


Fig. 2B

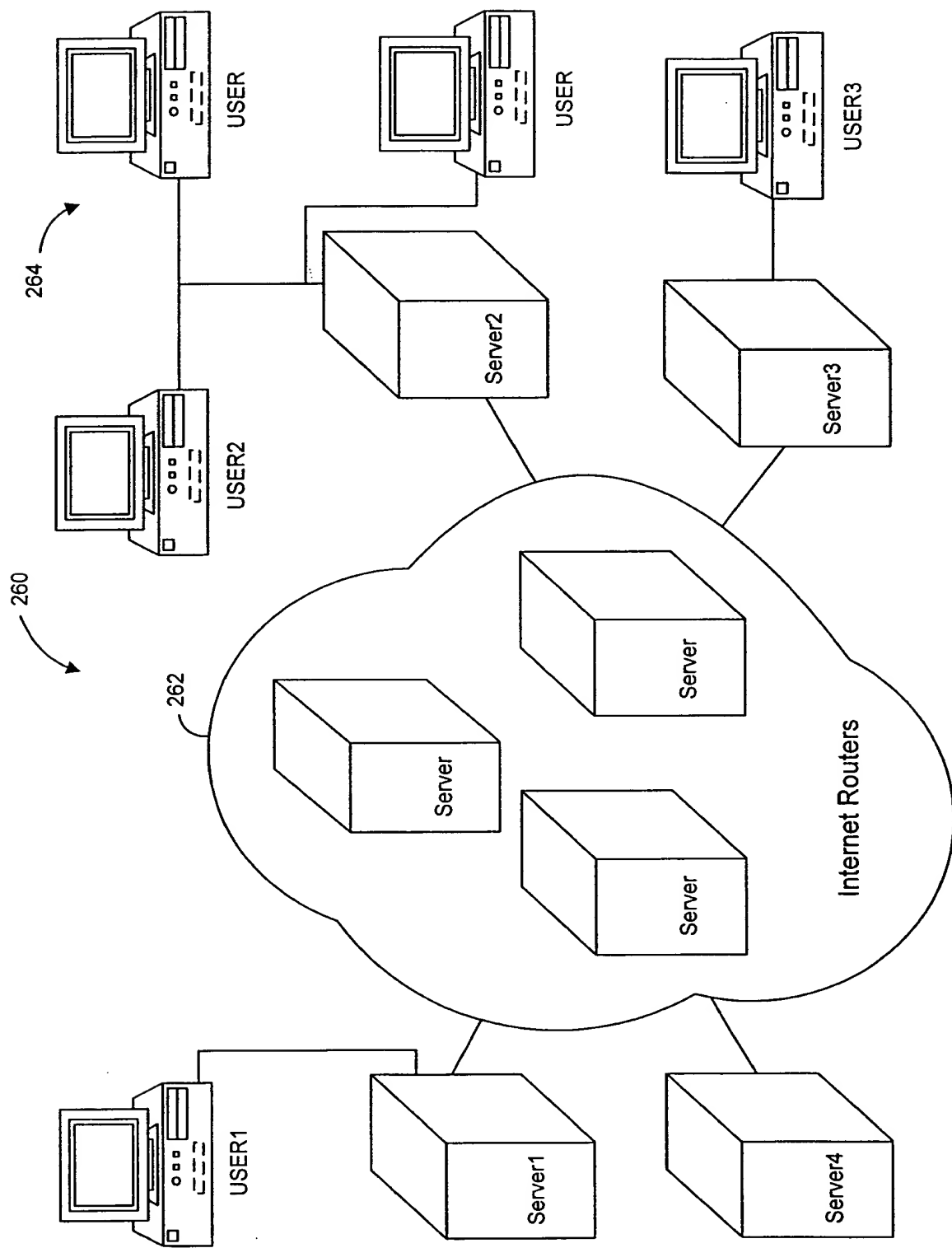


Fig. 2C

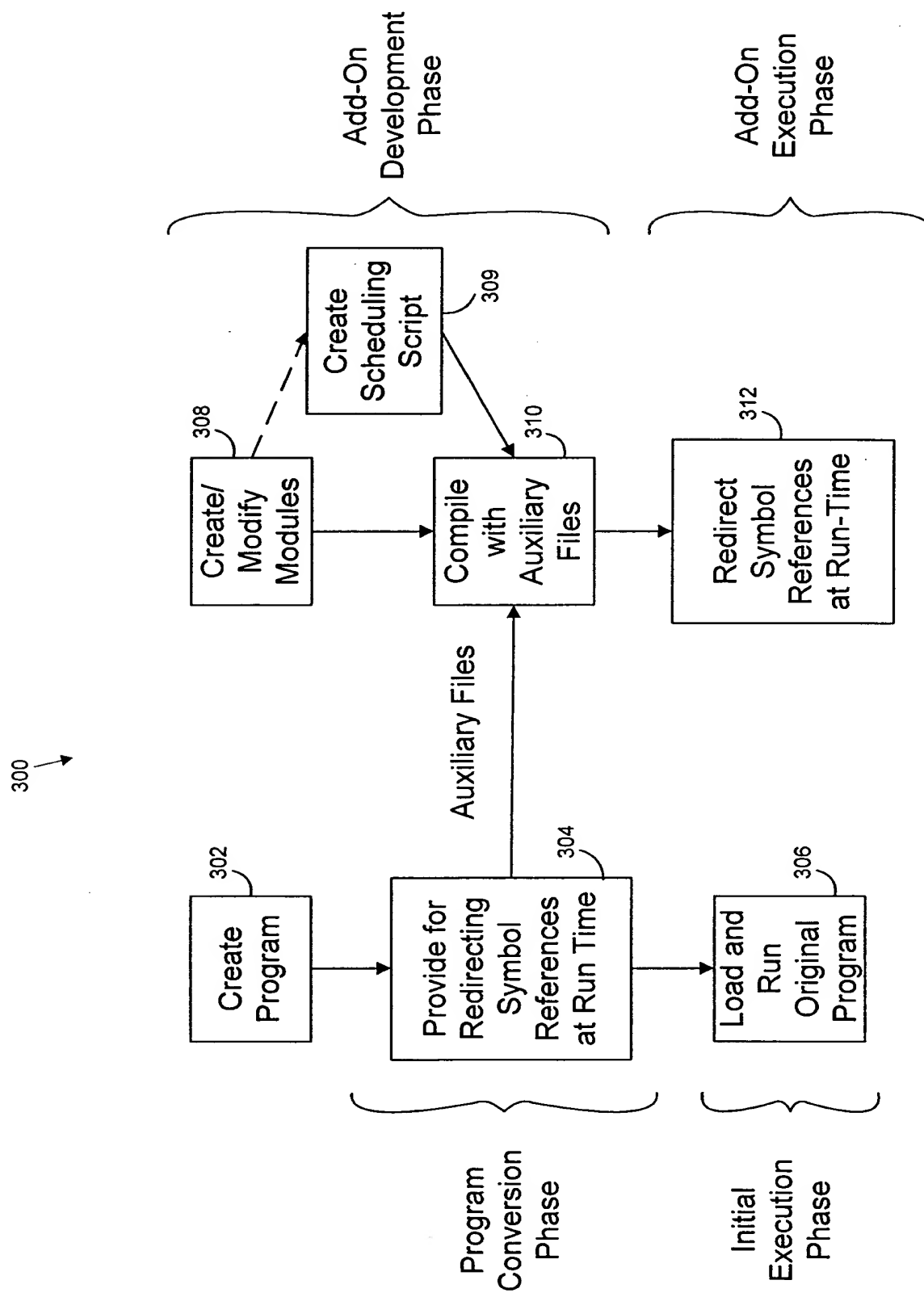


Fig. 3A

Executable Object

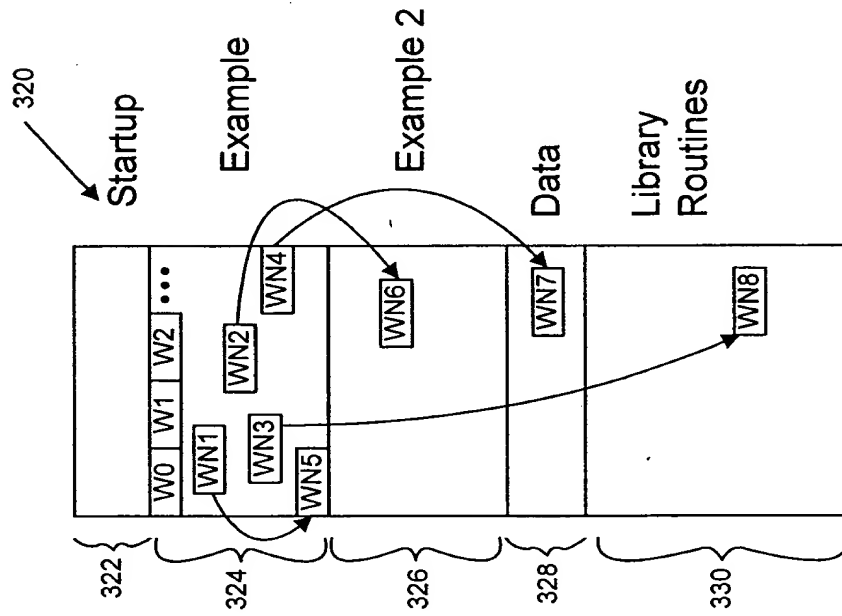


Fig. 3B
Prior Art

Executable Object

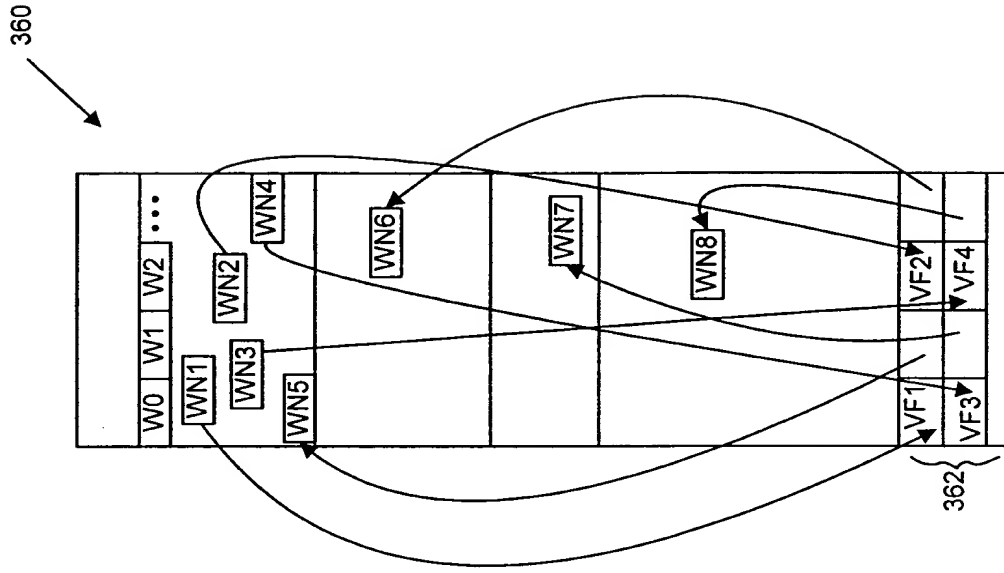


Fig. 3C

Run-Time Image

340

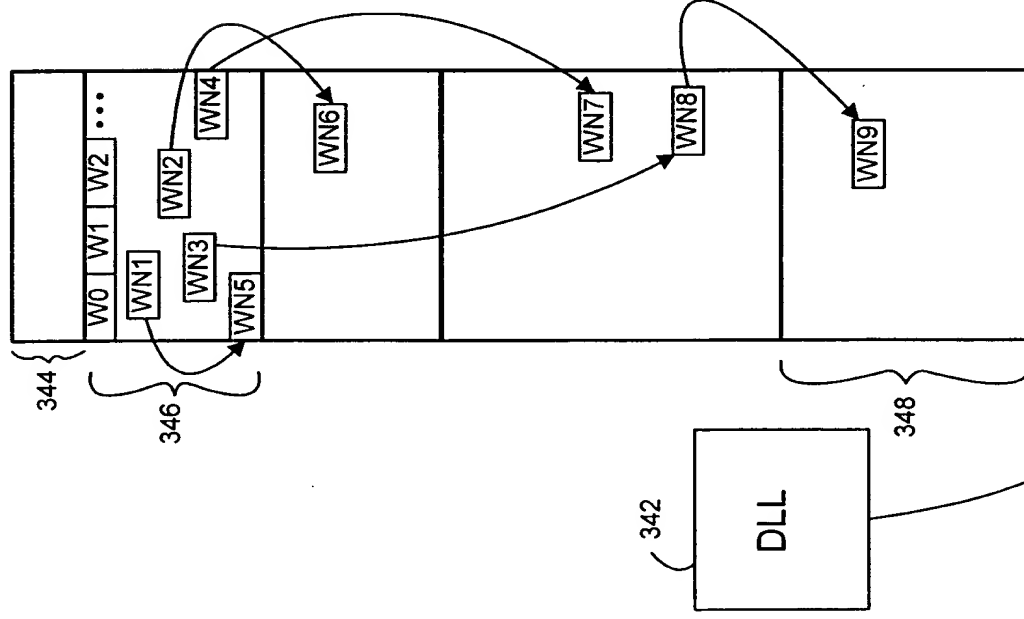


Fig. 3D
Prior Art

Run-Time Image

380

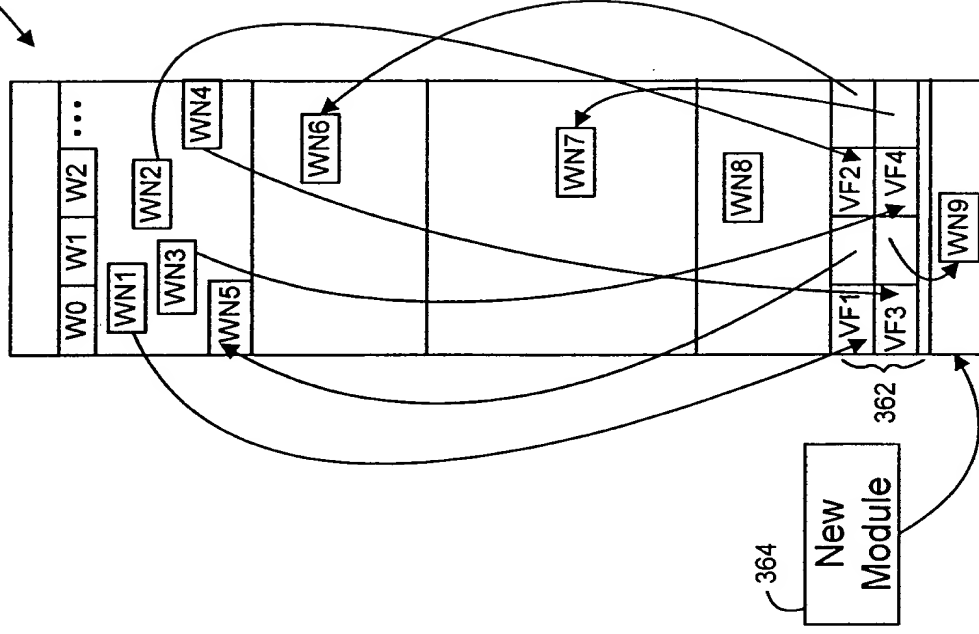


Fig. 3E

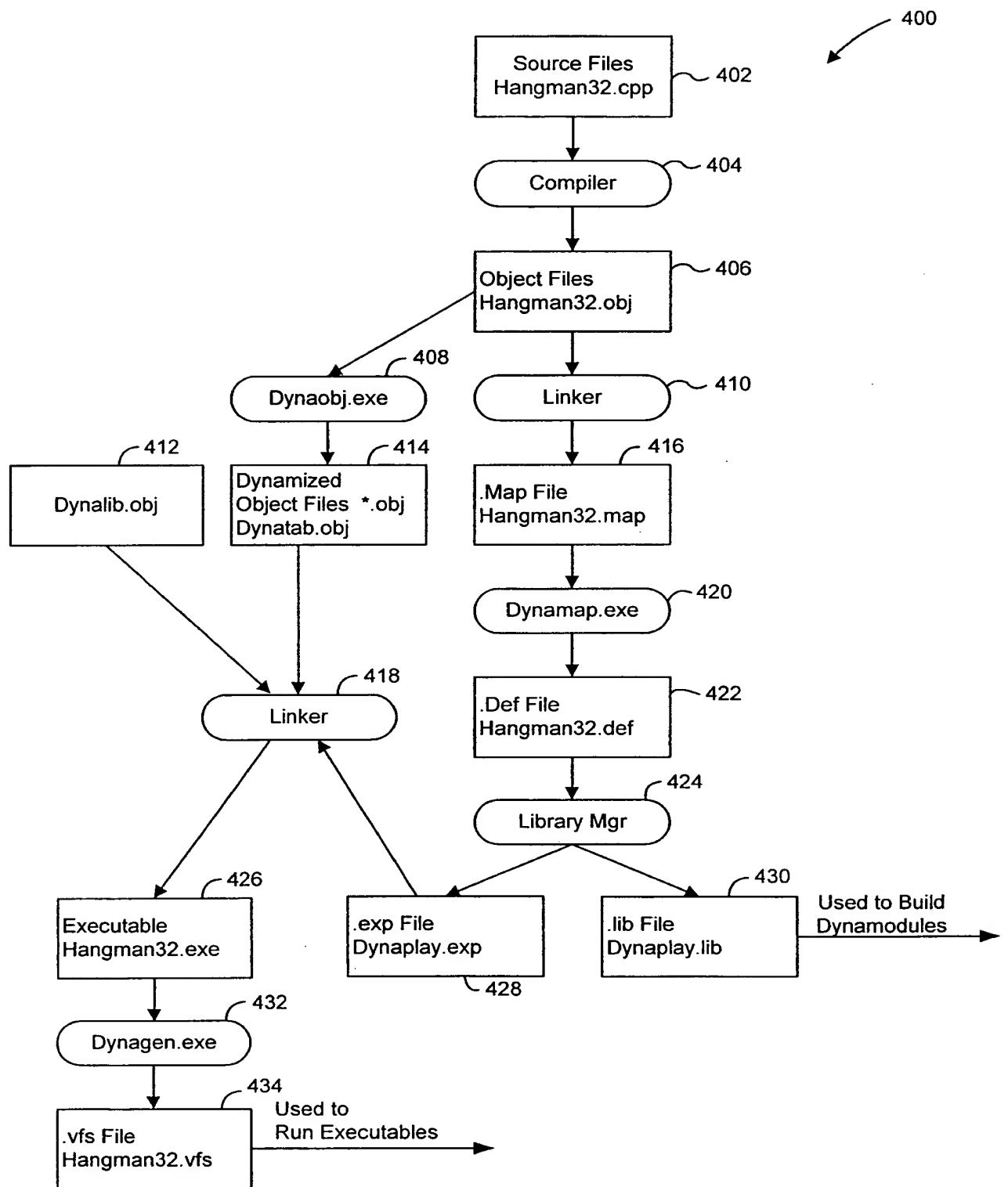


Fig. 4

Dynamodule Build Process for Hangman32.exe

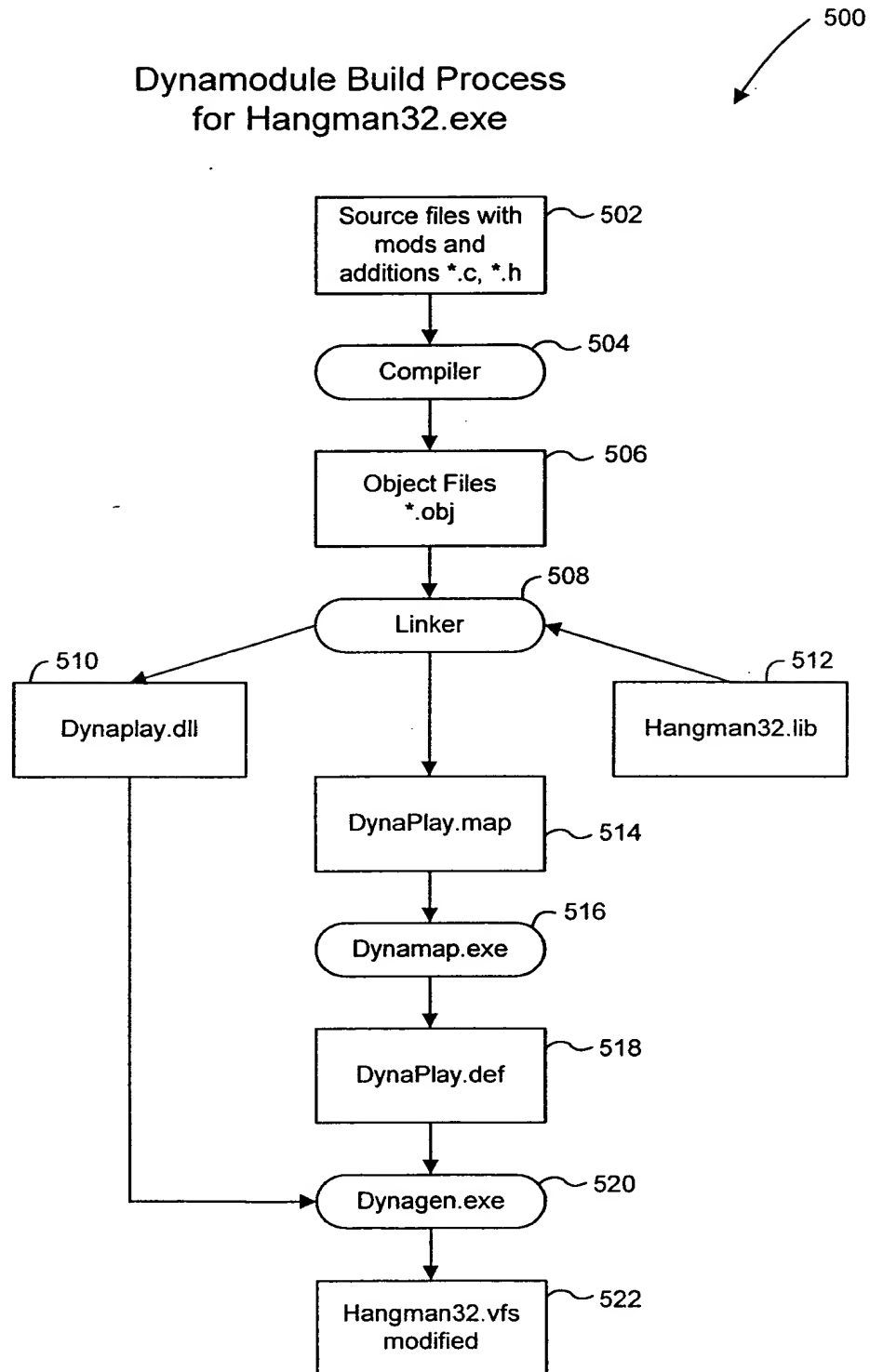


Fig. 5

Deliver, Load and Run Dynamized Program

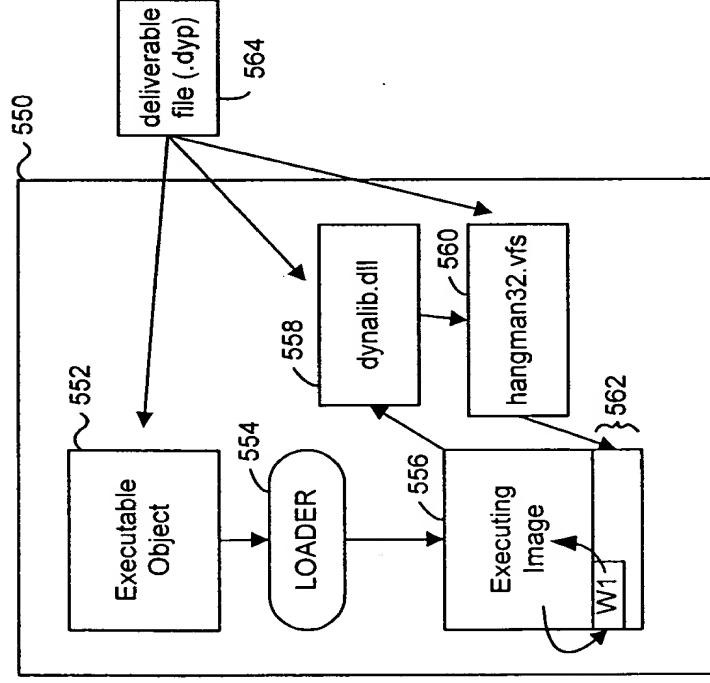


Fig. 6A

Deliver, Load and Run DynaModules

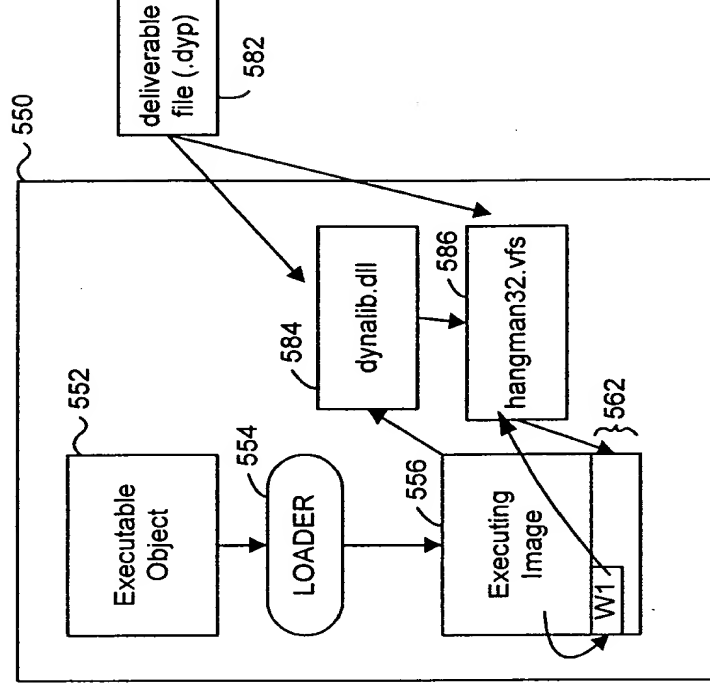


Fig. 6B

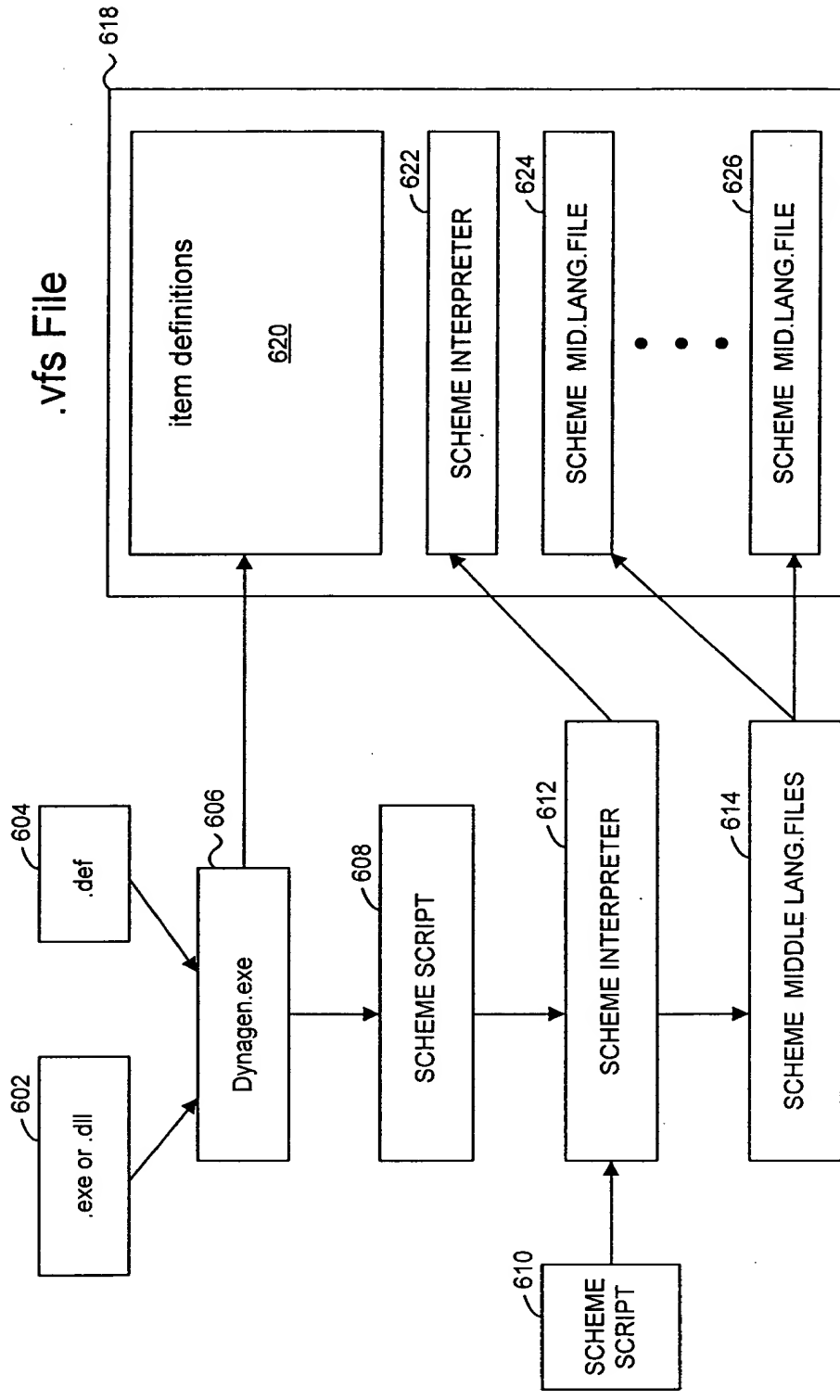


Fig. 7

----- Script File -----

This file represents to talk Dynaplay Server via Internet.

```
; #####
; #      This is selfandheat.dll Ship File
; #      Created by Dynagen.exe   Date: Wed May 20 16:46:58 1998
; #####
/app:net fighter.exe
/dynamodule:C:\Program Files\Net
Fighter\DynaModules\SelfAndHeat\DynaRelease\selfandheat.dll | selfandheat/selfandheat.dll
/initscname:selfandheat.dll
/initsc: (begin\
(define (http-send-data data) \
  (let-values ( [ (in out) (tcp-connect "auriga.segasoft.com" 80) ] ) \
    (let ((cont #t)) \
      (fprintf out "Post /cgi-bin/send-data-dynamodule3 HTTP/1.0 ~%"
        (fprintf out "Content-type: text~%"
          (fprintf out "Content-length: ~a~%~%" (string-length data)) \
            (fprintf out "~a" data) \
              (do ((data (read in) (read in))) \
                ((or (eof-object? data) \
                  (not cont))) \
                  (if (string? data) \
                      (begin (load-from-port in) \
                          (set! cont #f)))) \
                (close-input-port in) \
                (close-output-port out) \
                ))) \
        (enable-dynamod "selfandheat/selfandheat.dll" "net fighter.exe" \
          '((84 . #x1000) (184 . #x2b80) (103 . #x3ab0) (107 . #x3d10) (109 . #x48e0) \
            (115 . #x5280) (145 . #x69e0) (146 . #x6a50) (147 . #x6b90) (148 . #x7280) \
            (149 . #x7310) (150 . #x7350) (151 . #x78e0) (152 . #x7e40) (153 . #x8370) \
            (154 . #x85e0) (155 . #x86d0) (156 . #x94a0) (216 . #x9a70) )) \
          (thread (lambda () \
            (let loop () \
              (sleep 10) \
              (if (defined? 'user) \
                (if (not (number? user)) \
                  (http-send-data user)) \
                (if (not (defined? 'SelfPlay-RUN)) \
                  (loop)))))))
        650 {
        652
        654
```

Fig. 8